

# Global Anime-style Games Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/GC1B3A048938EN.html>

Date: June 2026

Pages: 167

Price: US\$ 4,480.00 (Single User License)

ID: GC1B3A048938EN

## Abstracts

The global Anime-style Games market size is expected to reach \$ 23767 million by 2032, rising at a market growth of 8.0% CAGR during the forecast period (2026-2032).

Anime-style Games refer to digital games built around anime-inspired visual design, character-driven storytelling, virtual character collection and cultivation, ACGN-oriented user culture, and live-service operation. The category mainly covers open-world RPGs, turn-based RPGs, action RPGs, strategy RPGs, card-collection games, otome romance simulation games, idol-training games, and anime IP-adapted games across mobile, PC, and console platforms. In 2025, the global gross margin of the anime-style games industry is estimated at around 55%–75%. Self-developed and self-published leading companies with owned IP and a higher share of official top-up revenue generally operate at around 65%–75%, while companies relying more on licensed IP, regional publishing, channel revenue sharing, and paid user acquisition usually record gross margins of around 55%–65%.

From the current market perspective, anime-style games have evolved from a niche ACGN-oriented category into a highly recognizable content-driven segment within the global gaming market. Leading titles have built relatively high entry barriers in art direction, character design, narrative presentation, voice acting, music, live-service events, and community operation. User spending is no longer driven only by gameplay mechanics, but increasingly by character preference, emotional attachment, world-building immersion, and long-term account assets. China, Japan, and South Korea are the main global supply bases. Chinese developers are becoming stronger in original IP creation, cross-platform publishing, and high-specification 3D production. Japanese companies retain deep advantages in anime IP, character commercialization, and high-paying domestic users, while Korean companies continue to improve in character art,

monetization packaging, and global publishing. Western markets and Southeast Asia are more important as consumption and distribution markets, while local large-scale development supply remains relatively limited.

Looking ahead, anime-style games are expected to move further toward higher production quality, cross-platform operation, longer product lifecycles, and deeper integration of multiple content formats. Mobile games will remain an important revenue base, but PC, console, and official top-up channels are becoming more strategically important. Leading companies will place greater emphasis on account interoperability, consistent cross-platform experience, and globally coordinated live-service operation. In terms of product format, open-world exploration, action combat, turn-based strategy, female-oriented immersive storytelling, dress-up cultivation, and light social interaction are likely to broaden the user base. As users become more mature and selective, relying only on character gacha and short-term events will be less sufficient for long-term growth. Developers need to continue investing in story content, character relationships, exploration scenes, combat systems, animated presentation, and community co-creation to extend product lifecycle and improve retention.

The main growth drivers come from the global penetration of ACGN culture, stronger acceptance of virtual characters and immersive content among younger users, improved industrialized game production capabilities, and more efficient cross-region distribution of high-quality products. Anime, manga, light novels, virtual idols, short videos, and community platforms are jointly expanding the user entry points for anime-style content, enabling games to convert IP fans and broader entertainment users more effectively. At the same time, female-oriented and general-audience products are growing faster, pushing anime-style games beyond the traditional male-oriented character collection model toward emotional companionship, virtual interaction, and lifestyle-oriented content. AI-assisted art production, narrative support, voice synthesis, operational analytics, and localization tools may also improve development efficiency, although their commercial value will depend on content quality control, copyright compliance, and user experience management.

The main constraints include rising development costs, content homogenization, high user acquisition expenses, regulatory pressure, and retention challenges. High-specification anime-style games require continuous investment in character modeling, animation, narrative writing, voice acting, music, server operation, and global localization, which creates longer project cycles and heavier funding pressure than traditional lightweight mobile games. Gacha monetization, minor protection, payment transparency, and content review may also affect commercial design and launch

schedules. As leading titles capture more user time and spending budgets, smaller developers without differentiated gameplay, strong IP resources, or stable publishing capability are more likely to face rapid post-launch decline. Future competition will increasingly focus on content production capacity, IP accumulation, global operation, technical efficiency, and community governance, while products relying mainly on theme imitation or visual similarity will face a narrowing market space.

This report studies the global Anime-style Games demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Anime-style Games, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Anime-style Games that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Anime-style Games total market, 2021-2032, (USD Million)

Global Anime-style Games total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Anime-style Games total market, key domestic companies, and share, (USD Million)

Global Anime-style Games revenue by player, revenue and market share 2021-2026, (USD Million)

Global Anime-style Games total market by Type, CAGR, 2021-2032, (USD Million)

Global Anime-style Games total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Anime-style Games market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include miHoYo, Tencent, NetEase, Cygames, Papergames, Bandai Namco Entertainment, Aniplex, Kuro Games, Shift Up, Nexon, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Anime-style Games market

### Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

### Global Anime-style Games Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Anime-style Games Market, Segmentation by Type:

Open-world RPG

Turn-based RPG

Action RPG

Strategy RPG

Card & Collection Game

Otome & Romance Simulation Game

Rhythm & Idol Game

Other

#### Global Anime-style Games Market, Segmentation by IP Source:

Original Game IP

Anime / Manga Licensed IP

Light Novel / Web Novel IP

Cross-media IP

Historical / Mythology Adapted IP

Other

#### Global Anime-style Games Market, Segmentation by Application:

Mobile Games

PC Games

Console Games

Cross-platform Games

Browser / Cloud Games

#### Companies Profiled:

miHoYo

Tencent

NetEase

Cygames

Papergames

Bandai Namco Entertainment

Aniplex

Kuro Games

Shift Up

Nexon

Hypergryph

Yostar

Perfect World Games

Bilibili

Sega

Square Enix

Smilegate

KLab

Colopl

Rayark

Crunchyroll Games

Riot Games

Ankama

#### Key Questions Answered

1. How big is the global Anime-style Games market?
2. What is the demand of the global Anime-style Games market?
3. What is the year over year growth of the global Anime-style Games market?
4. What is the total value of the global Anime-style Games market?
5. Who are the Major Players in the global Anime-style Games market?
6. What are the growth factors driving the market demand?

## Contents

### 1 SUPPLY SUMMARY

- 1.1 Anime-style Games Introduction
- 1.2 World Anime-style Games Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World Anime-style Games Total Market by Region (by Headquarter Location)
  - 1.3.1 World Anime-style Games Market Size by Region (2021-2032), (by Headquarter Location)
  - 1.3.2 United States Based Company Anime-style Games Revenue (2021-2032)
  - 1.3.3 China Based Company Anime-style Games Revenue (2021-2032)
  - 1.3.4 Europe Based Company Anime-style Games Revenue (2021-2032)
  - 1.3.5 Japan Based Company Anime-style Games Revenue (2021-2032)
  - 1.3.6 South Korea Based Company Anime-style Games Revenue (2021-2032)
  - 1.3.7 ASEAN Based Company Anime-style Games Revenue (2021-2032)
  - 1.3.8 India Based Company Anime-style Games Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
  - 1.4.1 Anime-style Games Market Drivers
  - 1.4.2 Factors Affecting Demand
  - 1.4.3 Major Market Trends

### 2 DEMAND SUMMARY

- 2.1 World Anime-style Games Consumption Value (2021-2032)
- 2.2 World Anime-style Games Consumption Value by Region
  - 2.2.1 World Anime-style Games Consumption Value by Region (2021-2026)
  - 2.2.2 World Anime-style Games Consumption Value Forecast by Region (2027-2032)
- 2.3 United States Anime-style Games Consumption Value (2021-2032)
- 2.4 China Anime-style Games Consumption Value (2021-2032)
- 2.5 Europe Anime-style Games Consumption Value (2021-2032)
- 2.6 Japan Anime-style Games Consumption Value (2021-2032)
- 2.7 South Korea Anime-style Games Consumption Value (2021-2032)
- 2.8 ASEAN Anime-style Games Consumption Value (2021-2032)
- 2.9 India Anime-style Games Consumption Value (2021-2032)

### 3 WORLD ANIME-STYLE GAMES COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Anime-style Games Revenue by Player (2021-2026)
- 3.2 Industry Rank and Concentration Rate (CR)

- 3.2.1 Global Anime-style Games Industry Rank of Major Players
- 3.2.2 Global Concentration Ratios (CR4) for Anime-style Games in 2025
- 3.2.3 Global Concentration Ratios (CR8) for Anime-style Games in 2025
- 3.3 Anime-style Games Company Evaluation Quadrant
- 3.4 Anime-style Games Market: Overall Company Footprint Analysis
  - 3.4.1 Anime-style Games Market: Region Footprint
  - 3.4.2 Anime-style Games Market: Company Product Type Footprint
  - 3.4.3 Anime-style Games Market: Company Product Application Footprint
- 3.5 Competitive Environment
  - 3.5.1 Historical Structure of the Industry
  - 3.5.2 Barriers of Market Entry
  - 3.5.3 Factors of Competition
- 3.6 Mergers & Acquisitions Activity

## **4 UNITED STATES VS CHINA VS REST OF WORLD (BY HEADQUARTER LOCATION)**

- 4.1 United States VS China: Anime-style Games Revenue Comparison (by Headquarter Location)
  - 4.1.1 United States VS China: Anime-style Games Revenue Comparison (2021 & 2025 & 2032) (by Headquarter Location)
  - 4.1.2 United States VS China: Anime-style Games Revenue Market Share Comparison (2021 & 2025 & 2032)
- 4.2 United States Based Companies VS China Based Companies: Anime-style Games Consumption Value Comparison
  - 4.2.1 United States VS China: Anime-style Games Consumption Value Comparison (2021 & 2025 & 2032)
  - 4.2.2 United States VS China: Anime-style Games Consumption Value Market Share Comparison (2021 & 2025 & 2032)
- 4.3 United States Based Anime-style Games Companies and Market Share, 2021-2026
  - 4.3.1 United States Based Anime-style Games Companies, Headquarters (States, Country)
  - 4.3.2 United States Based Companies Anime-style Games Revenue, (2021-2026)
- 4.4 China Based Companies Anime-style Games Revenue and Market Share, 2021-2026
  - 4.4.1 China Based Anime-style Games Companies, Company Headquarters (Province, Country)
  - 4.4.2 China Based Companies Anime-style Games Revenue, (2021-2026)
- 4.5 Rest of World Based Anime-style Games Companies and Market Share, 2021-2026

4.5.1 Rest of World Based Anime-style Games Companies, Headquarters (Province, Country)

4.5.2 Rest of World Based Companies Anime-style Games Revenue (2021-2026)

## **5 MARKET ANALYSIS BY TYPE**

5.1 World Anime-style Games Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Open-world RPG

5.2.2 Turn-based RPG

5.2.3 Action RPG

5.2.4 Strategy RPG

5.2.5 Card & Collection Game

5.2.6 Otome & Romance Simulation Game

5.2.7 Rhythm & Idol Game

5.2.8 Other

5.3 Market Segment by Type

5.3.1 World Anime-style Games Market Size by Type (2021-2026)

5.3.2 World Anime-style Games Market Size by Type (2027-2032)

5.3.3 World Anime-style Games Market Size Market Share by Type (2027-2032)

## **6 MARKET ANALYSIS BY IP SOURCE**

6.1 World Anime-style Games Market Size Overview by IP Source: 2021 VS 2025 VS 2032

6.2 Segment Introduction by IP Source

6.2.1 Original Game IP

6.2.2 Anime / Manga Licensed IP

6.2.3 Light Novel / Web Novel IP

6.2.4 Cross-media IP

6.2.5 Historical / Mythology Adapted IP

6.2.6 Other

6.3 Market Segment by IP Source

6.3.1 World Anime-style Games Market Size by IP Source (2021-2026)

6.3.2 World Anime-style Games Market Size by IP Source (2027-2032)

6.3.3 World Anime-style Games Market Size Market Share by IP Source (2027-2032)

## **7 MARKET ANALYSIS BY APPLICATION**

7.1 World Anime-style Games Market Size Overview by Application: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Application

7.2.1 Mobile Games

7.2.2 PC Games

7.2.3 Console Games

7.2.4 Cross-platform Games

7.2.5 Browser / Cloud Games

7.3 Market Segment by Application

7.3.1 World Anime-style Games Market Size by Application (2021-2026)

7.3.2 World Anime-style Games Market Size by Application (2027-2032)

7.3.3 World Anime-style Games Market Size Market Share by Application (2021-2032)

## **8 COMPANY PROFILES**

8.1 miHoYo

8.1.1 miHoYo Details

8.1.2 miHoYo Major Business

8.1.3 miHoYo Anime-style Games Product and Services

8.1.4 miHoYo Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)

8.1.5 miHoYo Recent Developments/Updates

8.1.6 miHoYo Competitive Strengths & Weaknesses

8.2 Tencent

8.2.1 Tencent Details

8.2.2 Tencent Major Business

8.2.3 Tencent Anime-style Games Product and Services

8.2.4 Tencent Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)

8.2.5 Tencent Recent Developments/Updates

8.2.6 Tencent Competitive Strengths & Weaknesses

8.3 NetEase

8.3.1 NetEase Details

8.3.2 NetEase Major Business

8.3.3 NetEase Anime-style Games Product and Services

8.3.4 NetEase Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)

8.3.5 NetEase Recent Developments/Updates

8.3.6 NetEase Competitive Strengths & Weaknesses

## 8.4 Cygames

8.4.1 Cygames Details

8.4.2 Cygames Major Business

8.4.3 Cygames Anime-style Games Product and Services

8.4.4 Cygames Anime-style Games Revenue, Gross Margin and Market Share  
(2021-2026)

8.4.5 Cygames Recent Developments/Updates

8.4.6 Cygames Competitive Strengths & Weaknesses

## 8.5 Papergames

8.5.1 Papergames Details

8.5.2 Papergames Major Business

8.5.3 Papergames Anime-style Games Product and Services

8.5.4 Papergames Anime-style Games Revenue, Gross Margin and Market Share  
(2021-2026)

8.5.5 Papergames Recent Developments/Updates

8.5.6 Papergames Competitive Strengths & Weaknesses

## 8.6 Bandai Namco Entertainment

8.6.1 Bandai Namco Entertainment Details

8.6.2 Bandai Namco Entertainment Major Business

8.6.3 Bandai Namco Entertainment Anime-style Games Product and Services

8.6.4 Bandai Namco Entertainment Anime-style Games Revenue, Gross Margin and  
Market Share (2021-2026)

8.6.5 Bandai Namco Entertainment Recent Developments/Updates

8.6.6 Bandai Namco Entertainment Competitive Strengths & Weaknesses

## 8.7 Aniplex

8.7.1 Aniplex Details

8.7.2 Aniplex Major Business

8.7.3 Aniplex Anime-style Games Product and Services

8.7.4 Aniplex Anime-style Games Revenue, Gross Margin and Market Share  
(2021-2026)

8.7.5 Aniplex Recent Developments/Updates

8.7.6 Aniplex Competitive Strengths & Weaknesses

## 8.8 Kuro Games

8.8.1 Kuro Games Details

8.8.2 Kuro Games Major Business

8.8.3 Kuro Games Anime-style Games Product and Services

8.8.4 Kuro Games Anime-style Games Revenue, Gross Margin and Market Share  
(2021-2026)

8.8.5 Kuro Games Recent Developments/Updates

- 8.8.6 Kuro Games Competitive Strengths & Weaknesses
- 8.9 Shift Up
  - 8.9.1 Shift Up Details
  - 8.9.2 Shift Up Major Business
  - 8.9.3 Shift Up Anime-style Games Product and Services
  - 8.9.4 Shift Up Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.9.5 Shift Up Recent Developments/Updates
  - 8.9.6 Shift Up Competitive Strengths & Weaknesses
- 8.10 Nexon
  - 8.10.1 Nexon Details
  - 8.10.2 Nexon Major Business
  - 8.10.3 Nexon Anime-style Games Product and Services
  - 8.10.4 Nexon Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.10.5 Nexon Recent Developments/Updates
  - 8.10.6 Nexon Competitive Strengths & Weaknesses
- 8.11 Hypergryph
  - 8.11.1 Hypergryph Details
  - 8.11.2 Hypergryph Major Business
  - 8.11.3 Hypergryph Anime-style Games Product and Services
  - 8.11.4 Hypergryph Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.11.5 Hypergryph Recent Developments/Updates
  - 8.11.6 Hypergryph Competitive Strengths & Weaknesses
- 8.12 Yostar
  - 8.12.1 Yostar Details
  - 8.12.2 Yostar Major Business
  - 8.12.3 Yostar Anime-style Games Product and Services
  - 8.12.4 Yostar Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.12.5 Yostar Recent Developments/Updates
  - 8.12.6 Yostar Competitive Strengths & Weaknesses
- 8.13 Perfect World Games
  - 8.13.1 Perfect World Games Details
  - 8.13.2 Perfect World Games Major Business
  - 8.13.3 Perfect World Games Anime-style Games Product and Services
  - 8.13.4 Perfect World Games Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)

- 8.13.5 Perfect World Games Recent Developments/Updates
- 8.13.6 Perfect World Games Competitive Strengths & Weaknesses
- 8.14 Bilibili
  - 8.14.1 Bilibili Details
  - 8.14.2 Bilibili Major Business
  - 8.14.3 Bilibili Anime-style Games Product and Services
  - 8.14.4 Bilibili Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.14.5 Bilibili Recent Developments/Updates
  - 8.14.6 Bilibili Competitive Strengths & Weaknesses
- 8.15 Sega
  - 8.15.1 Sega Details
  - 8.15.2 Sega Major Business
  - 8.15.3 Sega Anime-style Games Product and Services
  - 8.15.4 Sega Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.15.5 Sega Recent Developments/Updates
  - 8.15.6 Sega Competitive Strengths & Weaknesses
- 8.16 Square Enix
  - 8.16.1 Square Enix Details
  - 8.16.2 Square Enix Major Business
  - 8.16.3 Square Enix Anime-style Games Product and Services
  - 8.16.4 Square Enix Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.16.5 Square Enix Recent Developments/Updates
  - 8.16.6 Square Enix Competitive Strengths & Weaknesses
- 8.17 Smilegate
  - 8.17.1 Smilegate Details
  - 8.17.2 Smilegate Major Business
  - 8.17.3 Smilegate Anime-style Games Product and Services
  - 8.17.4 Smilegate Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)
  - 8.17.5 Smilegate Recent Developments/Updates
  - 8.17.6 Smilegate Competitive Strengths & Weaknesses
- 8.18 KLab
  - 8.18.1 KLab Details
  - 8.18.2 KLab Major Business
  - 8.18.3 KLab Anime-style Games Product and Services
  - 8.18.4 KLab Anime-style Games Revenue, Gross Margin and Market Share

(2021-2026)

8.18.5 KLab Recent Developments/Updates

8.18.6 KLab Competitive Strengths & Weaknesses

8.19 Colopl

8.19.1 Colopl Details

8.19.2 Colopl Major Business

8.19.3 Colopl Anime-style Games Product and Services

8.19.4 Colopl Anime-style Games Revenue, Gross Margin and Market Share

(2021-2026)

8.19.5 Colopl Recent Developments/Updates

8.19.6 Colopl Competitive Strengths & Weaknesses

8.20 Rayark

8.20.1 Rayark Details

8.20.2 Rayark Major Business

8.20.3 Rayark Anime-style Games Product and Services

8.20.4 Rayark Anime-style Games Revenue, Gross Margin and Market Share

(2021-2026)

8.20.5 Rayark Recent Developments/Updates

8.20.6 Rayark Competitive Strengths & Weaknesses

8.21 Crunchyroll Games

8.21.1 Crunchyroll Games Details

8.21.2 Crunchyroll Games Major Business

8.21.3 Crunchyroll Games Anime-style Games Product and Services

8.21.4 Crunchyroll Games Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)

8.21.5 Crunchyroll Games Recent Developments/Updates

8.21.6 Crunchyroll Games Competitive Strengths & Weaknesses

8.22 Riot Games

8.22.1 Riot Games Details

8.22.2 Riot Games Major Business

8.22.3 Riot Games Anime-style Games Product and Services

8.22.4 Riot Games Anime-style Games Revenue, Gross Margin and Market Share

(2021-2026)

8.22.5 Riot Games Recent Developments/Updates

8.22.6 Riot Games Competitive Strengths & Weaknesses

8.23 Ankama

8.23.1 Ankama Details

8.23.2 Ankama Major Business

8.23.3 Ankama Anime-style Games Product and Services

8.23.4 Ankama Anime-style Games Revenue, Gross Margin and Market Share (2021-2026)

8.23.5 Ankama Recent Developments/Updates

8.23.6 Ankama Competitive Strengths & Weaknesses

## **9 INDUSTRY CHAIN ANALYSIS**

9.1 Anime-style Games Industry Chain

9.2 Anime-style Games Upstream Analysis

9.3 Anime-style Games Midstream Analysis

9.4 Anime-style Games Downstream Analysis

## **10 RESEARCH FINDINGS AND CONCLUSION**

## **11 APPENDIX**

11.1 Methodology

11.2 Research Process and Data Source

11.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. World Anime-style Games Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Table 2. World Anime-style Games Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)

Table 3. World Anime-style Games Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)

Table 4. World Anime-style Games Revenue Market Share by Region (2021-2026), (by Headquarter Location)

Table 5. World Anime-style Games Revenue Market Share by Region (2027-2032), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Anime-style Games Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)

Table 8. World Anime-style Games Consumption Value by Region (2021-2026) & (USD Million)

Table 9. World Anime-style Games Consumption Value Forecast by Region (2027-2032) & (USD Million)

Table 10. World Anime-style Games Revenue by Player (2021-2026) & (USD Million)

Table 11. Revenue Market Share of Key Anime-style Games Players in 2025

Table 12. World Anime-style Games Industry Rank of Major Player, Based on Revenue in 2025

Table 13. Global Anime-style Games Company Evaluation Quadrant

Table 14. Head Office of Key Anime-style Games Players

Table 15. Anime-style Games Market: Company Product Type Footprint

Table 16. Anime-style Games Market: Company Product Application Footprint

Table 17. Anime-style Games Mergers & Acquisitions Activity

Table 18. United States VS China Anime-style Games Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 19. United States VS China Anime-style Games Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 20. United States Based Anime-style Games Companies, Headquarters (States, Country)

Table 21. United States Based Companies Anime-style Games Revenue, (2021-2026) & (USD Million)

Table 22. United States Based Companies Anime-style Games Revenue Market Share

(2021-2026)

Table 23. China Based Anime-style Games Companies, Headquarters (Province, Country)

Table 24. China Based Companies Anime-style Games Revenue, (2021-2026) & (USD Million)

Table 25. China Based Companies Anime-style Games Revenue Market Share (2021-2026)

Table 26. Rest of World Based Anime-style Games Companies, Headquarters (Province, Country)

Table 27. Rest of World Based Companies Anime-style Games Revenue (2021-2026) & (USD Million)

Table 28. Rest of World Based Companies Anime-style Games Revenue Market Share (2021-2026)

Table 29. World Anime-style Games Market Size by Type, (USD Million), 2021 & 2025 & 2032

Table 30. World Anime-style Games Market Size Value by Type (2021-2026) & (USD Million)

Table 31. World Anime-style Games Market Size by Type (2027-2032) & (USD Million)

Table 32. World Anime-style Games Market Size by IP Source, (USD Million), 2021 & 2025 & 2032

Table 33. World Anime-style Games Market Size Value by IP Source (2021-2026) & (USD Million)

Table 34. World Anime-style Games Market Size by IP Source (2027-2032) & (USD Million)

Table 35. World Anime-style Games Market Size by Application, (USD Million), 2021 & 2025 & 2032

Table 36. World Anime-style Games Market Size by Application (2021-2026) & (USD Million)

Table 37. World Anime-style Games Market Size by Application (2027-2032) & (USD Million)

Table 38. miHoYo Basic Information, Manufacturing Base and Competitors

Table 39. miHoYo Major Business

Table 40. miHoYo Anime-style Games Product and Services

Table 41. miHoYo Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 42. miHoYo Recent Developments/Updates

Table 43. miHoYo Competitive Strengths & Weaknesses

Table 44. Tencent Basic Information, Manufacturing Base and Competitors

Table 45. Tencent Major Business

- Table 46. Tencent Anime-style Games Product and Services
- Table 47. Tencent Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 48. Tencent Recent Developments/Updates
- Table 49. Tencent Competitive Strengths & Weaknesses
- Table 50. NetEase Basic Information, Manufacturing Base and Competitors
- Table 51. NetEase Major Business
- Table 52. NetEase Anime-style Games Product and Services
- Table 53. NetEase Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 54. NetEase Recent Developments/Updates
- Table 55. NetEase Competitive Strengths & Weaknesses
- Table 56. Cygames Basic Information, Manufacturing Base and Competitors
- Table 57. Cygames Major Business
- Table 58. Cygames Anime-style Games Product and Services
- Table 59. Cygames Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 60. Cygames Recent Developments/Updates
- Table 61. Cygames Competitive Strengths & Weaknesses
- Table 62. Papergames Basic Information, Manufacturing Base and Competitors
- Table 63. Papergames Major Business
- Table 64. Papergames Anime-style Games Product and Services
- Table 65. Papergames Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 66. Papergames Recent Developments/Updates
- Table 67. Papergames Competitive Strengths & Weaknesses
- Table 68. Bandai Namco Entertainment Basic Information, Manufacturing Base and Competitors
- Table 69. Bandai Namco Entertainment Major Business
- Table 70. Bandai Namco Entertainment Anime-style Games Product and Services
- Table 71. Bandai Namco Entertainment Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 72. Bandai Namco Entertainment Recent Developments/Updates
- Table 73. Bandai Namco Entertainment Competitive Strengths & Weaknesses
- Table 74. Aniplex Basic Information, Manufacturing Base and Competitors
- Table 75. Aniplex Major Business
- Table 76. Aniplex Anime-style Games Product and Services
- Table 77. Aniplex Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

- Table 78. Aniplex Recent Developments/Updates
- Table 79. Aniplex Competitive Strengths & Weaknesses
- Table 80. Kuro Games Basic Information, Manufacturing Base and Competitors
- Table 81. Kuro Games Major Business
- Table 82. Kuro Games Anime-style Games Product and Services
- Table 83. Kuro Games Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 84. Kuro Games Recent Developments/Updates
- Table 85. Kuro Games Competitive Strengths & Weaknesses
- Table 86. Shift Up Basic Information, Manufacturing Base and Competitors
- Table 87. Shift Up Major Business
- Table 88. Shift Up Anime-style Games Product and Services
- Table 89. Shift Up Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 90. Shift Up Recent Developments/Updates
- Table 91. Shift Up Competitive Strengths & Weaknesses
- Table 92. Nexon Basic Information, Manufacturing Base and Competitors
- Table 93. Nexon Major Business
- Table 94. Nexon Anime-style Games Product and Services
- Table 95. Nexon Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 96. Nexon Recent Developments/Updates
- Table 97. Nexon Competitive Strengths & Weaknesses
- Table 98. Hypergryph Basic Information, Manufacturing Base and Competitors
- Table 99. Hypergryph Major Business
- Table 100. Hypergryph Anime-style Games Product and Services
- Table 101. Hypergryph Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 102. Hypergryph Recent Developments/Updates
- Table 103. Hypergryph Competitive Strengths & Weaknesses
- Table 104. Yostar Basic Information, Manufacturing Base and Competitors
- Table 105. Yostar Major Business
- Table 106. Yostar Anime-style Games Product and Services
- Table 107. Yostar Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 108. Yostar Recent Developments/Updates
- Table 109. Yostar Competitive Strengths & Weaknesses
- Table 110. Perfect World Games Basic Information, Manufacturing Base and Competitors

- Table 111. Perfect World Games Major Business
- Table 112. Perfect World Games Anime-style Games Product and Services
- Table 113. Perfect World Games Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 114. Perfect World Games Recent Developments/Updates
- Table 115. Perfect World Games Competitive Strengths & Weaknesses
- Table 116. Bilibili Basic Information, Manufacturing Base and Competitors
- Table 117. Bilibili Major Business
- Table 118. Bilibili Anime-style Games Product and Services
- Table 119. Bilibili Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 120. Bilibili Recent Developments/Updates
- Table 121. Bilibili Competitive Strengths & Weaknesses
- Table 122. Sega Basic Information, Manufacturing Base and Competitors
- Table 123. Sega Major Business
- Table 124. Sega Anime-style Games Product and Services
- Table 125. Sega Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 126. Sega Recent Developments/Updates
- Table 127. Sega Competitive Strengths & Weaknesses
- Table 128. Square Enix Basic Information, Manufacturing Base and Competitors
- Table 129. Square Enix Major Business
- Table 130. Square Enix Anime-style Games Product and Services
- Table 131. Square Enix Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 132. Square Enix Recent Developments/Updates
- Table 133. Square Enix Competitive Strengths & Weaknesses
- Table 134. Smilegate Basic Information, Manufacturing Base and Competitors
- Table 135. Smilegate Major Business
- Table 136. Smilegate Anime-style Games Product and Services
- Table 137. Smilegate Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 138. Smilegate Recent Developments/Updates
- Table 139. Smilegate Competitive Strengths & Weaknesses
- Table 140. KLab Basic Information, Manufacturing Base and Competitors
- Table 141. KLab Major Business
- Table 142. KLab Anime-style Games Product and Services
- Table 143. KLab Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

- Table 144. KLab Recent Developments/Updates
- Table 145. KLab Competitive Strengths & Weaknesses
- Table 146. Colopl Basic Information, Manufacturing Base and Competitors
- Table 147. Colopl Major Business
- Table 148. Colopl Anime-style Games Product and Services
- Table 149. Colopl Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 150. Colopl Recent Developments/Updates
- Table 151. Colopl Competitive Strengths & Weaknesses
- Table 152. Rayark Basic Information, Manufacturing Base and Competitors
- Table 153. Rayark Major Business
- Table 154. Rayark Anime-style Games Product and Services
- Table 155. Rayark Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 156. Rayark Recent Developments/Updates
- Table 157. Rayark Competitive Strengths & Weaknesses
- Table 158. Crunchyroll Games Basic Information, Manufacturing Base and Competitors
- Table 159. Crunchyroll Games Major Business
- Table 160. Crunchyroll Games Anime-style Games Product and Services
- Table 161. Crunchyroll Games Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 162. Crunchyroll Games Recent Developments/Updates
- Table 163. Crunchyroll Games Competitive Strengths & Weaknesses
- Table 164. Riot Games Basic Information, Manufacturing Base and Competitors
- Table 165. Riot Games Major Business
- Table 166. Riot Games Anime-style Games Product and Services
- Table 167. Riot Games Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 168. Riot Games Recent Developments/Updates
- Table 169. Riot Games Competitive Strengths & Weaknesses
- Table 170. Ankama Basic Information, Manufacturing Base and Competitors
- Table 171. Ankama Major Business
- Table 172. Ankama Anime-style Games Product and Services
- Table 173. Ankama Anime-style Games Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 174. Ankama Recent Developments/Updates
- Table 175. Ankama Competitive Strengths & Weaknesses
- Table 176. Global Key Players of Anime-style Games Upstream (Raw Materials)
- Table 177. Global Anime-style Games Typical Customers



## List Of Figures

### LIST OF FIGURES

Figure 1. Anime-style Games Picture

Figure 2. World Anime-style Games Total Revenue: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Anime-style Games Total Revenue (2021-2032) & (USD Million)

Figure 4. World Anime-style Games Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Figure 5. World Anime-style Games Revenue Market Share by Region (2021-2032), (by Headquarter Location)

Figure 6. United States Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 7. China Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 8. Europe Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 9. Japan Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 10. South Korea Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 11. ASEAN Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 12. India Based Company Anime-style Games Revenue (2021-2032) & (USD Million)

Figure 13. Anime-style Games Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 16. World Anime-style Games Consumption Value Market Share by Region (2021-2032)

Figure 17. United States Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 18. China Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 19. Europe Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 21. South Korea Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 23. India Anime-style Games Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of Anime-style Games by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for Anime-style Games Markets in 2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for Anime-style Games Markets in 2025

Figure 27. United States VS China: Anime-style Games Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Anime-style Games Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World Anime-style Games Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World Anime-style Games Market Size Market Share by Type in 2025

Figure 31. Open-world RPG

Figure 32. Turn-based RPG

Figure 33. Action RPG

Figure 34. Strategy RPG

Figure 35. Card & Collection Game

Figure 36. Otome & Romance Simulation Game

Figure 37. Rhythm & Idol Game

Figure 38. Other

Figure 39. Rhythm & Idol Game

Figure 40. World Anime-style Games Market Size Market Share by Type (2021-2032)

Figure 41. World Anime-style Games Market Size by IP Source, (USD Million), 2021 & 2025 & 2032

Figure 42. World Anime-style Games Market Size Market Share by IP Source in 2025

Figure 43. Original Game IP

Figure 44. Anime / Manga Licensed IP

Figure 45. Light Novel / Web Novel IP

Figure 46. Cross-media IP

Figure 47. Historical / Mythology Adapted IP

Figure 48. Other

Figure 49. World Anime-style Games Market Size Market Share by IP Source (2021-2032)

Figure 50. World Anime-style Games Market Size by Application, (USD Million), 2021 & 2025 & 2032

Figure 51. World Anime-style Games Market Size Market Share by Application in 2025

Figure 52. Mobile Games

Figure 53. PC Games

Figure 54. Console Games

Figure 55. Cross-platform Games

Figure 56. Browser / Cloud Games

Figure 57. World Anime-style Games Market Size Market Share by Application  
(2021-2032)

Figure 58. Anime-style Games Industrial Chain

Figure 59. Methodology

Figure 60. Research Process and Data Source

## I would like to order

Product name: Global Anime-style Games Supply, Demand and Key Producers, 2026-2032

Product link: <https://marketpublishers.com/r/GC1B3A048938EN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GC1B3A048938EN.html>